£1.15 • NO. 51 • 12TH MAY 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • INSIDE -

SHINOBI!

TAILS!

SHINOBI PIN-UP

sonic the comic

PLUS FREE! STC TATTOOS!

FREE TATTOOS MISSING? ALERT YOUR NEWSAGENT NOW!

SONIC'S DOUBLE TONIC!

SHAKEN OR STIRRED?

TWO-TIMING NEW STORY

SONIC'S WORLD!

NEW STORY

SONIC IN DISASTER!

9 770969 304020 51

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Still stuck on tattoos? It's just as well we're giving away a second set **FREE** this issue. Get sticking!

So much to say ...so let's get cracking. **Sonic** takes on a double-whammy this issue with his first steps towards **Disaster**. Plus he comes up against the **Face from the Past** in **Sonic's World**! **Tails** is almost thawed out in the concluding part of **Zonerunner and The Big Freeze.** Battling the elements is no sweat for **Shinobi**. In fact, our model warrior even finds time to pose for a pin-up!

Blow up those balloons Boomers because there'll be party-popping excitement in *STC* 53's **2nd Birthday Issue**. It will feature a brand spanking new **Sparkster** series so *Rocket Knight Adventure* fans will be over the moon! And that's not all, **Knuckles** returns for a truly 'Chaotix' time plus, there's a racy double page **Sonic Drift Racing Pin-up!**

Megadroid

THE COOLEST TATTOOS!

Mark yourself out from the crowd with the second set of *STC*'s terrific **Tattoo Collection**. These specially selected tattoos, hand-crafted by robots, are only available to readers of the U.K's top-selling video game comic. Designed to let you show off that you're an *STC* Boomer, a Sega player and a major Sonic fan - all in one!

HOW TO USE YOUR *STC* TATTOOS:-

1. Remove the covering sheet.
2. Select your tattoo and carefully cut it out.
3. Press tattoo face down onto your skin in the desired area of your body.
4. Thoroughly wet the backing sheet with a damp cloth, continually pressing the tattoo in place.
5. Lift a corner of the backing paper to see if the design has transferred to your skin (if not, re-wet the backing paper and press down again).
6. Once the backing paper is removed - you're temporarily Tattooed!
7. Repeat steps 1-6 for each tattoo required.

HOW TO REMOVE:-

Simply wash off with soap and warm water. If the tattoos are allowed to stay on the skin for several days, the use of cold cream or make-up remover will assist removal (warning: use of these last items in public will not help you achieve total coolness!).

PLEASE NOTE:-

These tattoos are safe, non-toxic and **easily removed**. Real Tattoos are not. They can permanently mark you and lead to skin problems. For this reason, if you like the look of tattoos, stick to removable ones as they're harmless fun.

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

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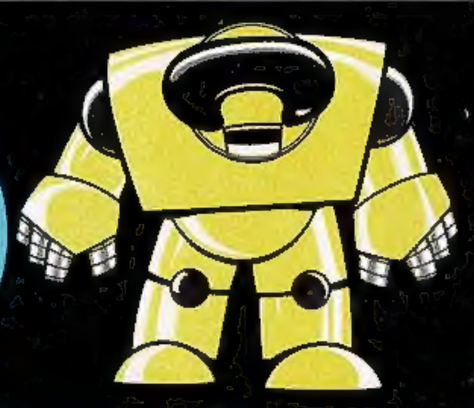


The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA · CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	=	FIFA SOCCER '95
2	=	MICRO MACHINES 2
3	=	THE LION KING
4	RE	JIMMY WHITE'S WHIRLWIND SNOOKER
5	=	ETERNAL CHAMPIONS
6	▼	SONIC & KNUCKLES
7	▲	TOEJAM AND EARL 2
8	▼	RUGBY WORLD CUP 1995
9	RE	REN AND STIMPY
10	new	INTERNATIONAL RUGBY

MEGA-CD

1	=	GROUND ZERO TEXAS
2	▲	FIFA INTERNATIONAL SOCCER
3	▼	SHERLOCK HOLMES 2
4	▲	SPIDER-MAN V KINGPIN
5	=	MICKEY MANIA
6	▲	WOLFCHILD
7	RE	REBEL ASSAULT
8	▼	ECCO THE DOLPHIN
9	=	WWF RAGE IN THE CAGE
10	RE	SONIC CD

MASTER SYSTEM

1	=	CHUCK ROCK 2
2	=	JUNGLE BOOK
3	=	SONIC CHAOS
4	▲	SONIC THE HEDGEHOG 2
5	▼	DESERT SPEED TRAP
6	▼	ANDRE AGASSI TENNIS
7	▲	ROBOCOP V TERMINATOR
8	▼	DONALD DUCK
9	RE	ROAD RASH
10	▼	DESERT STRIKE

GAME GEAR

1	=	SONIC THE HEDGEHOG 2
2	=	JAMES POND 2 - ROBOCOD
3	▲	ROAD RASH
4	=	SMASH TV
5	▼	WINTER OLYMPICS
6	▼	SONIC CHAOS
7	▲	SUPER OFF ROAD
8	RE	STREETS OF RAGE
9	▲	THE LION KING
10	RE	SONIC THE HEDGEHOG

DR ROBOTNIK HAS FINALLY GOT HIS HANDS ON THE MASTER EMERALD.

I DON'T LIKE THE LOOK OF THIS ONE BIT!

SONIC THE HEDGEHOG™

Disaster!

PART 1

NEW STORY

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL

THE DEATH EGG!
ROBOTNIK HAS FINALLY LAUNCHED HIS ULTIMATE WEAPON!

HOW DO WE FIGHT SOMETHING LIKE THAT?

AND THAT'S NOT OUR ONLY PROBLEM...

I'VE DONE IT... NOTHING CAN STOP ME NOW!

ALL SYSTEMS CHECK OUT A-OKAY, DOCTOR ROBOTNIK!

IT'S INCREDIBLE... THE ENTIRE POWER REQUIREMENT OF THE DEATH EGG SUPPLIED BY ONE EMERALD!

AND WITHOUT ITS POWER THE FLOATING ISLAND WILL SOON CRASH ONTO MOBIUS!

MY REVENGE ON THE TREACHEROUS KNUCKLES WILL BE *COMPLETE!*

I'M TAKING US DOWN TO MOBIUS. TOMORROW THE EMERALD HILL ZONE WILL BE NO MORE... IN ITS PLACE WILL BE A NEW ZONE...

I THINK I'LL CALL IT THE UTTERLY AND COMPLETELY *DESTROYED* ZONE! HAHAHA!

WELL NOW, WHAT HAVE WE HERE?

THIS SKY SANCTUARY IS GETTING TO BE A PRETTY SMALL ZONE, RED!

RUNNING OUT OF PLACES TO GO, HEDGE-HOG?

IT LOOKS LIKE I'VE BEEN SAVED THE TROUBLE OF HAVING TO DESTROY YOU, MY LITTLE FRIENDS! HAHAHA!

GRAB HOLD, SONIC... QUICKLY!

I'VE NEVER TRIED CARRYING SOMEONE WHILE I'M GLIDING, SO HANG ON!

YOU GOT IT... JUST STAY CLEAR OF TURBULENCE, OKAY?

FOOLS... YOU CAN'T STOP ME NOW!

STILL, JUST TO BE ON THE SAFE SIDE...

EGGROBOS!

I SEE THEM!

WE'RE SITTING DUCKS!

WASH YOUR MOUTH OUT, CHUCKLES! SONIC THE HEDGEHOG IS *NOBODY'S* EASY TARGET!

PREPARE TO BE *IMPRESSED*, KNUCKLE-HEAD!

IF THAT ISN'T A WINDOW AHEAD I'M GOING TO BE *HEDGEHOG PIZZA!*

B-BANG!

B-DOKK!

B-DAKK!

SMA

ASH!

LOOKS LIKE I'M ON MY OWN, UNLESS YOU'VE LEARNED HOW TO GLIDE *UPWARDS!*

I'M GOING DOWN TO THE FLOATING ISLAND... I HAVE AN *IDEA!*

PITY KNUCKLES DIDN'T MAKE IT ON BOARD... I HAVE A NASTY FEELING THAT I MAY *NEED* HIM!

NOT THAT I'D EVER ADMIT THAT TO *HIM*!

EXIT

WELL, I MAY AS WELL FACE ROBOTNIK AND GET THIS OVER WITH!

THE ONLY PROBLEM IS HOW DO I *FIND* HIM IN THIS PLACE?

PERITOW!

WHOA! THAT WAS CLOSE!

INTRUDER ALERT! SECURITY BREACH ON LEVEL 19, SECTOR TWO.

I COME ALL THIS WAY TO PAY A SURPRISE VISIT ON DOCTOR ROBOTNIK AND YOU GO AND SPOIL IT!

BOY, WHEN ROBOTNIK DESIGNED YOU GUYS, HE REALLY HAD AN OFF-DAY, DIDN'T HE?

WHAT DOES HE CALL YOU ANYWAY?

SPEAK UP - I CAN'T HEAR YOU!

WE ARE SPIKEBONKERS - THE DEATH EGG SECURITY SYSTEM!

'SPIKEBONKERS'? YOU'VE GOT TO BE KIDDING!

MEANWHILE, KNUCKLES HAS RETURNED TO THE FLOATING ISLAND.

WHERE HE SITS IN AN ANCIENT CHAMBER AND PREPARES TO OPERATE TECHNOLOGY NOT USED FOR EONS.

I ONLY HOPE I'VE UNDERSTOOD THESE TEXTS CORRECTLY!

ZZMMMMMMM

IT WORKS!

EVEN AFTER ALL THESE CENTURIES, IT WORKS!

SLOWLY AT FIRST THE FLOATING ISLAND BEGINS TO MOVE!

THEN GRADUALLY BEGINS TO PICK UP SPEED AS IT MOVES TOWARDS THE DEATH EGG!

WATCH OUT, ROBOTNIK... I'M COMING FOR YOU!

NEXT ISSUE: ATTACK OF THE FLOATING ISLAND!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Nick Protz & David Gibbon

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

SPEEDY GONZALES AND THE CHEESE CAT-ASTROPHE

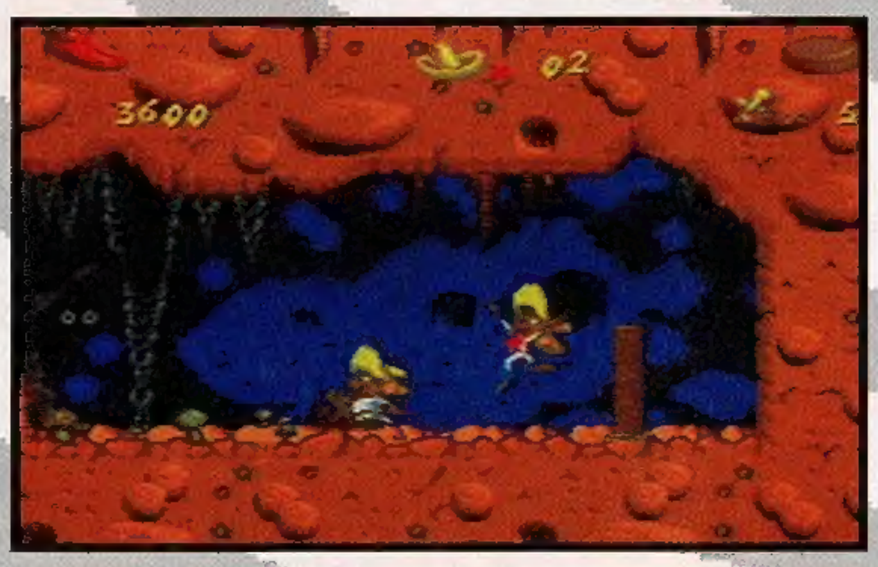
MD
Mega Drive

game type: PLATFORM
1 PLAYER

PRE-RELEASE VERSION REVIEWED

As a fan of the Warner Brothers' cartoons I was happy to get an early look at Sega's forthcoming release, **Speedy Gonzales**. The point of the game is to guide Senor Speedy through ten zones of mousey mayhem in order to rescue various villagers and his fianceé, Carmel, from the clutches of arch enemy, Sylvester the Cat.

Each zone consists of two levels, ranging from desert flat-land to going underwater to the "Cheesefinger Corporation" factory. The terrain is liberally sprinkled with cartoon character bosses. To complete a level you must find and rescue three mouse villagers as well as gathering carrots as an offering to old Bugs Bunny in exchange for a password. Defeating enemies is done in the time-honoured fashion of bouncing off their heads, or by lobbing a sombrero. Using Speedy's trademark dash allows you to find hidden caverns or to flatten enemies, but to keep this up you must eat plenty of chillies on the way.



Graphically it's all pretty average. The cartoon characters are nicely drawn, but otherwise, you will have seen it all before. The music is lively, but I kept waiting to hear Speedy's anthem, "Arribba, arribba...!" Set at the difficult level, **Speedy Gonzales** is a good challenge but doesn't add much to the platform format.

Nice as it is to see old favourites like Speedy, Sylvester and Bugs, there isn't much else to set it apart from a host of other similar games. That said, fans of the platform format will find all the essential elements here. - NP

FAST FAX

PUBLISHER: SEGA
PRICE: TO BE ANNOUNCED

GRAPHICS 68
SOUND 70
PLAYABILITY 70

RAVES: Revisiting Sylvester and Daffy.
GRAVES: Familiar territory.

OVERALL 68%

THE SCOTTISH OPEN

32X

32X

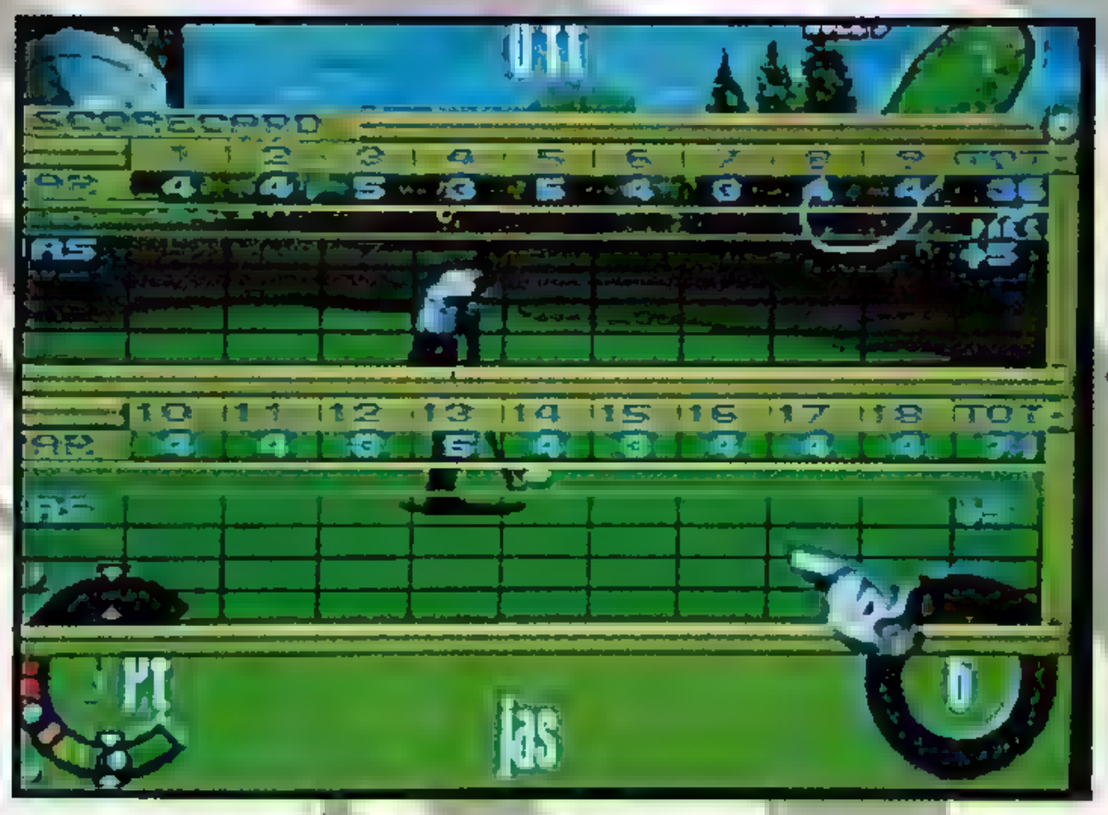
game type: SPORTS

1-4 PLAYERS

Over the years, clever game designers have managed to create fun, playable and addictive golf sims; *Leaderboard* and *PGA Tour Golf* to name but two.

Core Design's latest offering is **The Scottish Open** which has been created in a virtual reality world, where everything operates in real time i.e. you move around the virtual golf courses as if you were in the real world.

The game is viewed through one of three virtual camera angles, and as in any virtual world you can move around e.g. before taking your shot you can zoom into your player, zoom out, and even raise or lower the camera angle. On top of that, once a shot is taken, sit back and watch as the game switches between camera angles to follow the ball's destination. Doesn't sound much but



looks impressive!

The Scottish Open features three golf courses apparently designed by a professional golfer and includes the famous Carnouste course - home of the 1995 Scottish Open tournament. There are five play options to choose from including the normal skins challenge where you get to play for money (pity it's not the *real* thing!). In addition, there's the full blown Scottish Open tournament played over 72 holes with 60 computer golfers and up to four human players. If that wasn't enough there's also the Core Design Challenge to take a swing at. The software publishers are offering a real prize to the first consumer to complete the challenge and send off an entry form. The prize is yet to be decided, but it certainly injects some genuine excitement to the game!

The golfing gameplay is simple. There are no complicated menu's to go through - just point and click and you're away. High quality graphics were designed on a Silicon Graphics Workstation producing smooth animation and clearly defined courses.

If you don't normally like golf, you'll find **The Scottish Open** an exception. It's great fun especially when playing with friends and who knows, you may even end up winning that mystery prize! - DG.

FAST FAX

PUBLISHER: CORE DESIGN

PRICE: £49.99

GRAPHICS 93

SOUND 84

PLAYABILITY 90

RAVES: Brilliant graphics.

GRAVES: Similar to PGA Golf

OVERALL 91%

S.T.C.

Pin-Up

Shinobi

Shinobi

Power Of The Elements Part 5

Script: ALAN McKENZIE Art: JON HAWARD Lettering: TOM FRAME

JOE MUSASHI, **THE SHINOBI**, HAS JOINED FORCES WITH THE ROOFWORLDERS AND DEFEATED THE INVADING YAKUZA, LED BY HIS DEADLY ENEMIES **THE FOUR ELEMENTS**. DURING THE BATTLE, THE LEADER OF THE ROOFWORLDERS, **KOTOMI-SENSEI**, HAS BEEN INJURED.

KOTOMI-SENSEI, I AM SORRY. THIS IS **MY** FAULT.

NONSENSE, MY SON. THIS IS JUST A FLESH WOUND.

NOW, HELP ME SIT UP.

NNNG... THANK... YOU!

NOW...

CLAP!

GARGGH — JUST A LITTLE MORE. . .

THERE!

HOW DID YOU— DO THAT?

HERE, SOUVENIR. ONE DAY, I MAY TEACH YOU HOW TO DO THAT YOURSELF.

HIS SHOULDER, NOT A MARK. . . INCREDIBLE!

THE FOUR ELEMENTS— THEY'LL BE BACK. AND SOON.

I KNOW.

WE'LL BE READY FOR THEM

LATER THAT NIGHT...

SPREAD OUT, FIND THEM. THEY **MUST** BE HERE. THEY'VE NO PLACE ELSE TO GO.

WELL, IF IT WAS ME I WOULDN'T HANG AROUND HERE TO GET KILLED.

TOO RI-IIEKK!

THWPP!

AAAK!

HEY!

THUNNK!

YOU HEAR ANYTHING?

NO.

PRECISELY. WE SHOULD BE ABLE TO HEAR THOSE YAKUZA SCUM BLUNDERING AROUND IN THE SHADOWS.

I THINK WE UNDERESTIMATED MUSASHI AND HIS RAGGEDY FRIENDS.

WELCOME TO ROOFWORLD. I BELIEVE YOU HAVE SOME BUSINESS WITH MY GUEST, THE SHINOBI.

THE SHINOBI IS UNDER THE PROTECTION OF THE ROOFWORLDERS. . .

I NEED NO PROTECTION, SENSEI. . .

WE DO. AND IF YOU GET IN THE WAY, OLD MAN, YOU WILL BE CINDERS!

NONE OF YOU ARE A MATCH FOR MY POWER OVER FIRE!

WSSHH

SENSEI!

WORRY ABOUT YOURSELF, MUSASHI. I CONTROL THE VERY AIR YOU BREATHE!

THUDD!

NOT FAST ENOUGH, FOOL.

YOU HAVEN'T A CHANCE. . .

AGAINST THE FOUR ELEMENTS!

CHNNK!

NEXT ISSUE:
THAT OLD BLACK MAGIC!

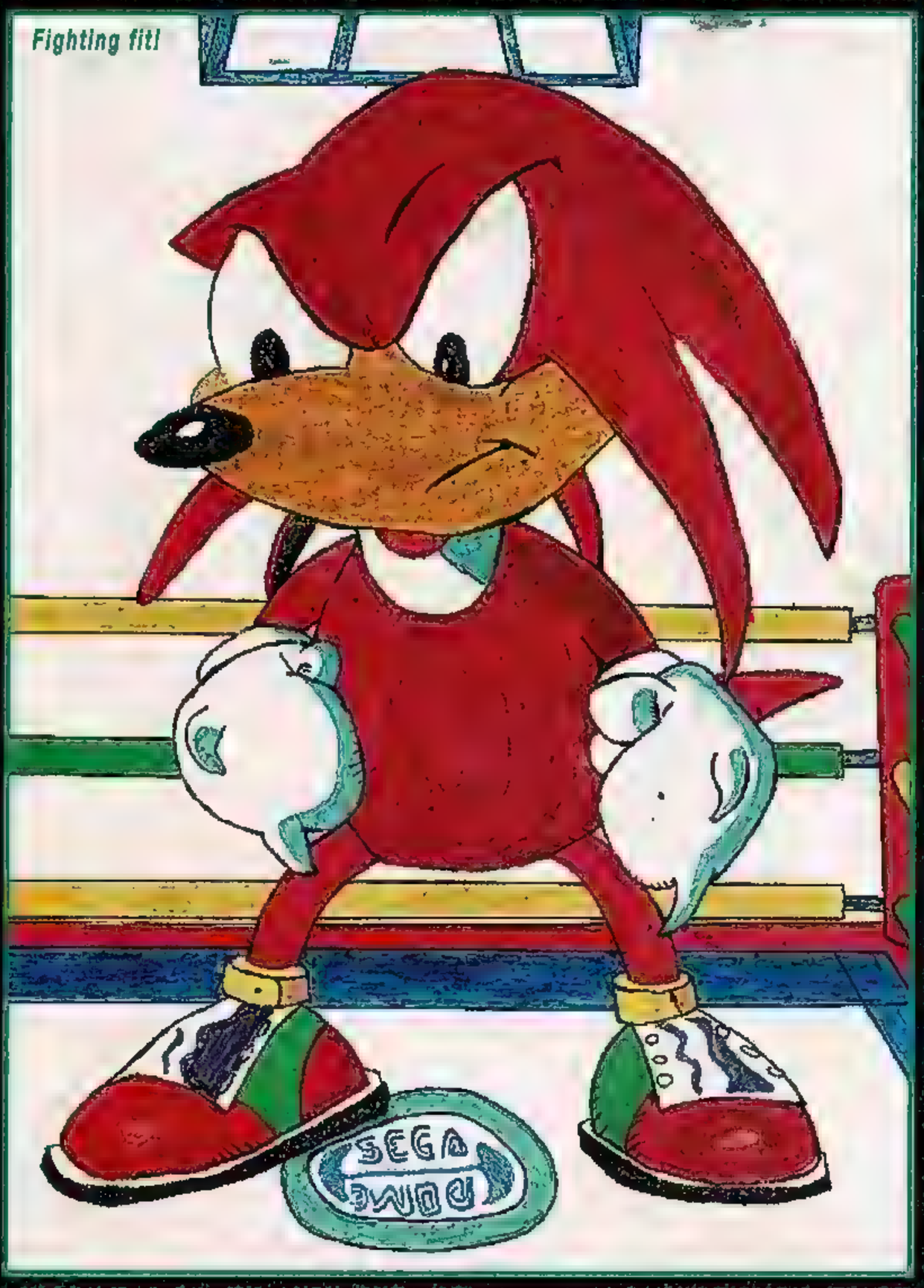
Graphic Zone

Attention, all you chocolate-chomping Boomers out there! Easter may be gone for another year, but that egg-shaped feeling hasn't! Sonic, Tails and Knuckles are seen here making an effort to feel fighting fit again. Even that bad egg, Doctor Robotnik, is getting physical! Each Boomer responsible for these fit-looking drawings will receive an original Sonic badge!

Punch bag-nik!

**Bruce Robertson,
Berwick-on-Tweed,
Northumberland.
Sonic Badge Winner.**

Fighting fit!

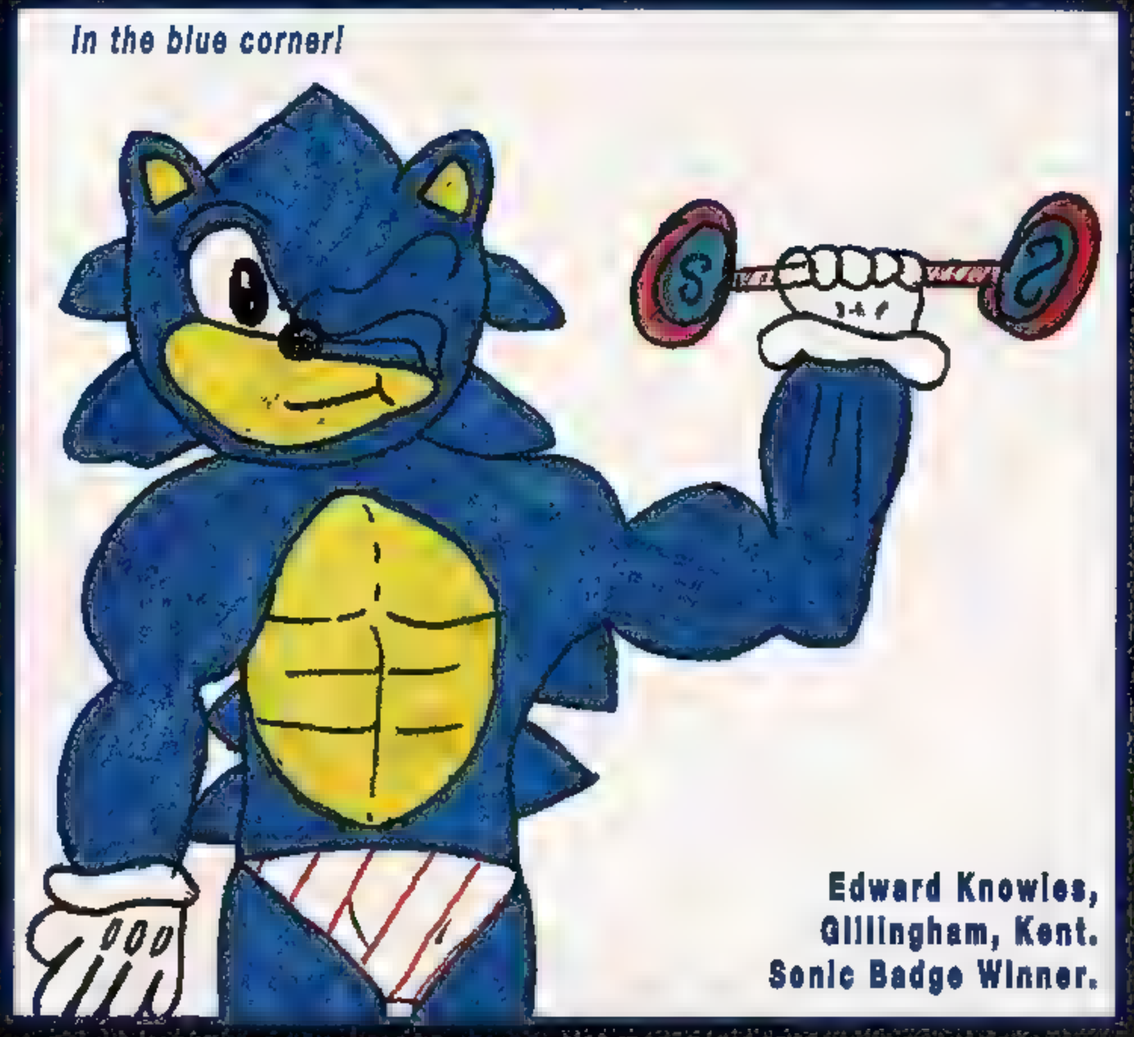


↑ **Manish Patel, Cricklewood, London. GG/MD/MCD owner. Sonic Badge Winner.**

No pain, no gain!

↑ **Anon. Please send full name and address details. Sonic Badge Winner.**

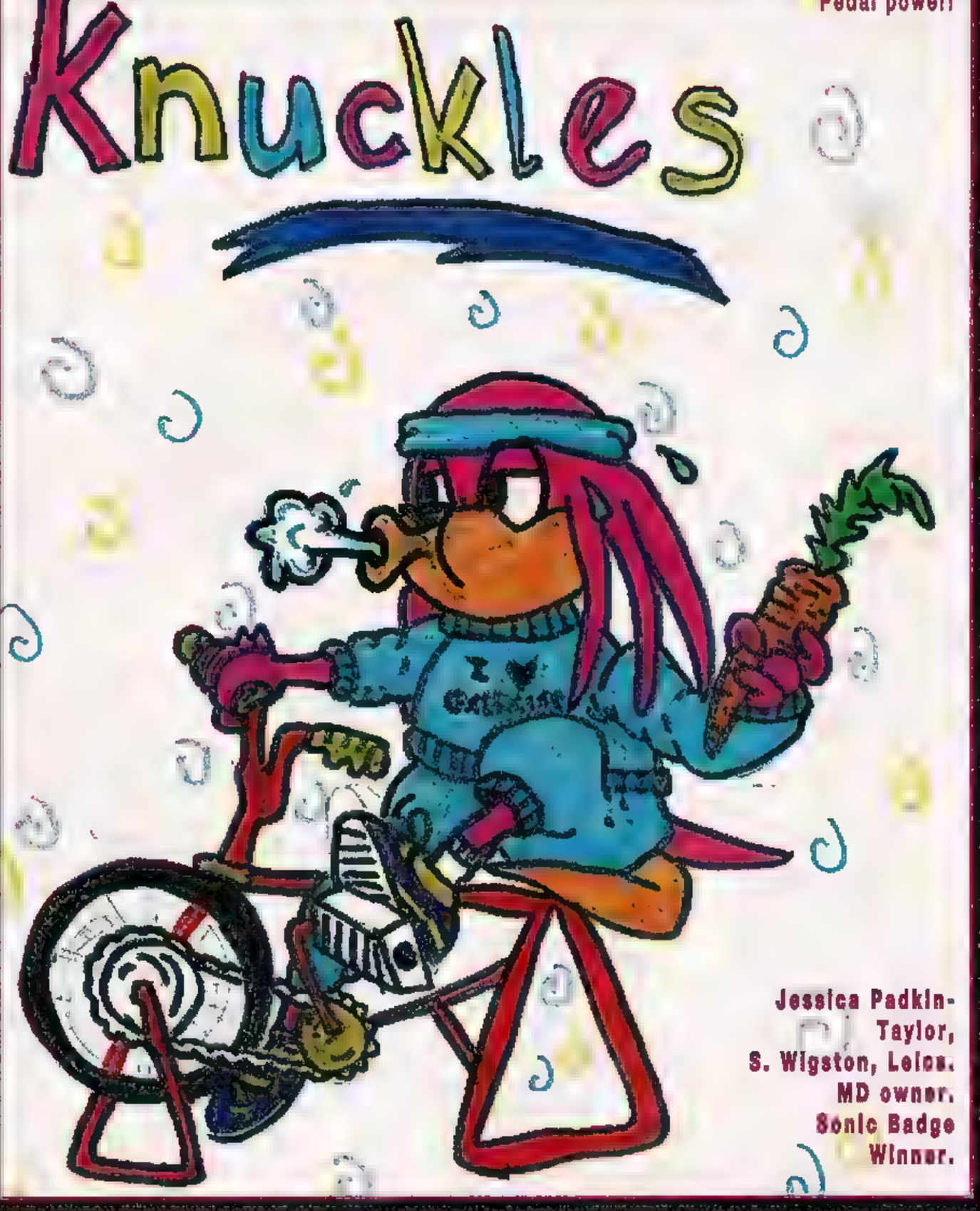
In the blue corner!



**Edward Knowles,
Gillingham, Kent.
Sonic Badge Winner.**

Knuckles

Pedal power!

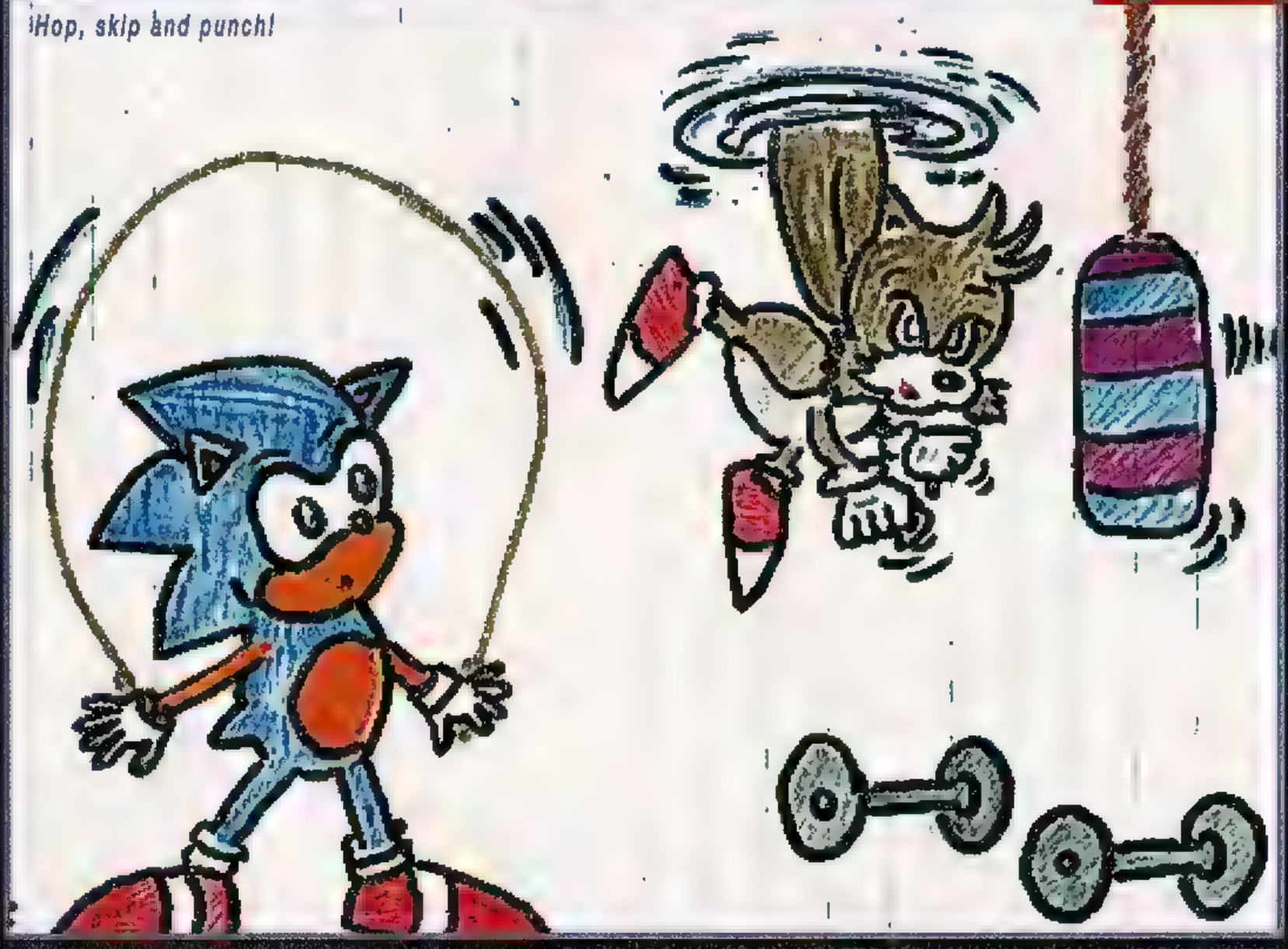


Jessica Padkin-Taylor, S. Wigston, Leics. MD owner. Sonic Badge Winner.

Sonic gets 'wheelie' fit!

Robert Perry, Sheldon, Birmingham. MD owner. Sonic Badge Winner.

Hop, skip and punch!



Ian Connolly, Dublin, Ireland. MD owner. Sonic Badge Winner.

To help get your handywork selected in future *Graphic Zones*, please take note of the following tips:

- Draw in paint or felt-tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

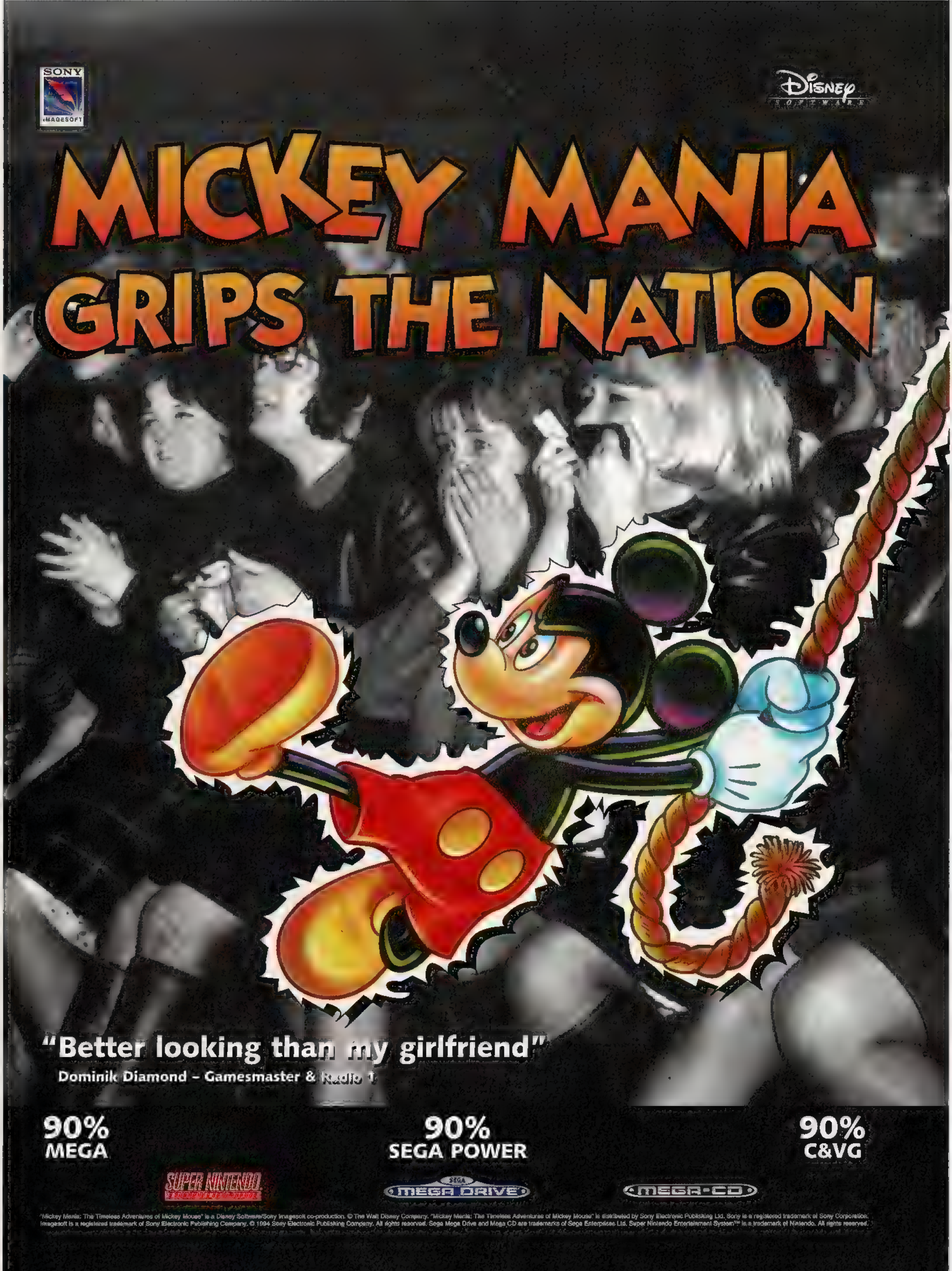
- Be original and don't copy pictures from the comic – come up with your own ideas.

- Include your name and address, preferably written in capital letters on the back of the page.

SONY IMAGESOFT

Disney SOFTWARE

MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"

Dominik Diamond – Gamesmaster & Radio 1

90% MEGA

90% SEGA POWER

90% C&VG

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

MEGA-CD

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Tails in ZONERUNNER & THE BIG FREEZE PART 4

Script:
MARK EYLES

Art:
ROBERTO CORONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER

TAILS HAS BEEN CAPTURED BY THE CRAZED NUTZAN BOLT WHO NOW HAS A BODY OF LIVING ICE.

GOODBYE ZONERUNNER, IT HASN'T BEEN NICE KNOWING YOU.

I WISH *SONIC* WAS HERE, HE'D KNOW WHAT TO DO.

FSSSS

PHWEEP

HE USED THE *'S'* WORD!

YOU DON'T LIKE IT WHEN I SAY *SONIC?*

FWOOP!

SSHHHH!

HE USED THE *'S' WORD* AGAIN!

THAT'S IT. YOU'RE *FINISHED...*

...AND YOU'RE *MELTING*

WHAT? I'VE LOST CONTROL.

BLOORPP!

DRAT TED ZONERUNNER! ACTIVATE HEAD WHEELS!

I'LL GET YOU - HEE HEE - IF IT'S THE LAST THING I DO.

I'M STUCK.

KKRK!

YIKES!

KKROOM!

NOW I HAVE YOU AT MY MERCY, HEH HEH! THIS CONTROLS THE *WEATHER* IN THE CHEMICAL PLANT ZONE.

...I'M GOING TO MELT THE *CHEMICAL ICE!* HEE, HEE. YOU'LL *NEVER* GET OUT OF MY ICE CASTLE IN TIME. YOU'LL BE DROWNED *AND* POISONED!

BLAMM!

RAPID HEATING ENGAGED. THANK YOU... URK!

SAB, GET UP. I THINK NUTZAN'S DONE SOMETHING *REALLY* BAD

UURRGH, MY HEAD. THAT WAS SOME PUNCH

ZONERUNNER! YOU DEALT WITH NUTZAN?

YOU'RE TOO LATE. HAH HAH HAGURGLE...

THE CASTLE'S STARTING TO COLLAPSE. I GUESS THIS IS IT...

IF ONLY WE HAD A *MICROPUTER* WE COULD REPROGRAM IT AND STABILISE THE TEMPERATURE AND THE WEATHER

WOULD *THIS* HELP?

I JUST WANTED TO SAY IT'S BEEN AN HONOUR TO KNOW YOU, ZONE-RUNNER.

GOLLY. THANKS, UM, IT'S BEEN NICE TO MEET YOU TOO.

. FIRST INSTALL AND RUN AN *INSTANT FREEZE* PROGRAM.

KK... INSTANT FREEZE ENGAGED... GAKK.

...THEN INSTALL AND RUN A *WEATHER STABILIZATION* PROGRAM.

WOW!

OKAY, LET'S GET OUT OF HERE.

LATER, OUTSIDE THE ICE CASTLE.

YOU *DID IT*, ZONERUNNER. YOU DEFEATED NUTZAN BOLT AND SAVED THE ZONE FROM BEING TURNED INTO A DEADLY CHEMICAL SEA.

HE SAVED *EVERYONE* IN THE UNDERGROUND CITY! THE CHEMICALS WERE FLOODING IN – WE DIDN'T STAND A CHANCE!

I DID? BUT... ER...

FRIENDS, THANKS TO THE *ZONERUNNER* WE'RE *FREE* AND THE TYRANT NUTZAN BOLT IS FINISHED. WE HAVE THE CHANCE TO START ANEW AND LIVE IN PEACE.

I DIDN'T REALLY DO ANYTHING. HIS HEAD JUST... THAT IS...

HOW AM I GOING TO EXPLAIN IT? THEY'LL *NEVER* BELIEVE ME. I'D BETTER NOT SAY ANYTHING. IT'LL ONLY GET ME INTO TROUBLE.

HOORAY FOR THE ZONERUNNER!

WHAT AN AWESOME WARRIOR!

I STILL CAN'T BELIEVE HOW MODEST HE IS...

'BYE EVERYONE. LOOK AFTER MY COAT AND MICROPUTER FOR ME.

THE FLOATER DRONE RETURNS TAILS TO WHERE HE WAS SLEEPING.

I'M WACKED. JUST TIME TO GET SOME SLEEP BEFORE SONIC TURNS UP.

WAKE UP, TAILS!

SONIC! AMY! YOU WON'T *BELIEVE* WHAT HAPPENED TO ME...

SAVE IT FOR LATER, PIXEL-BRAIN – WE'VE GOT WORK TO DO.

SIGH!

The End

TAILS RETURNS TO STC SOON – AND YOU WON'T BELIEVE WHO'S WITH HIM!

SCORE A BULLSEYE!

RESERVE YOUR COPY OF

SONIC THE COMIC

Reservation Coupon

To my newsagent,

Please reserve/deliver * a Sega-sational issue of SONIC THE COMIC every fortnight

NAME .....

ADDRESS .....

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SIGNATURE .....

** Delete as appropriate*

AND AIM TO BEAT THE FORTNIGHTLY RUSH!

Original artwork: CARL FLINT

Q Zone

Q is for Classic,
Q is for Retro,
Q is for Quintessential,
Enjoy the Q Zone
to your heart's
content. Stay
tuned.

EARTHWORM JIM SPECIAL Part 1

MEGA DRIVE MD

Virgin's slithery release **Earthworm Jim** caused a stir with it's amusing and innovative gameplay. Fans will squirm with delight as game guru David Gibbon reveals some slippery secrets enabling you to slide through the levels with ease.

LEVEL ONE - NEW JUNK CITY

Head right, stand next to the cow and whip the fridge to launch the cow in the air. Proceed right, up the tyres until you reach the very top platform. Go right, down and right to reach the large conveyor belt. Once up, keep heading right until you finally meet Chuck the Dustbin and you come to the end of the level.

HAZARDS

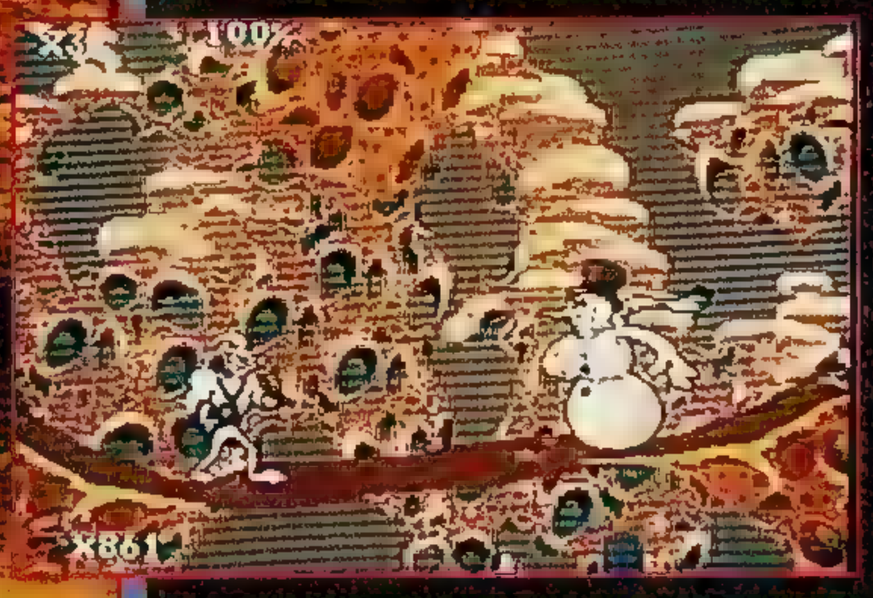
FIFI (The Crazy Dog): Shoot repeatedly at these crazy hounds (yes, there's more than one of her!). They appear at every angle - so beware!

DUSTBIN: Keep on the move to dodge the falling tubas. Repeatedly fire at the bin until it starts to fire anvils. Now, keep firing while dodging the anvils and the bin will charge at you. Jump over the bin, and shoot at it from behind. Repeat to win.

VOMITING CHUCK: Quite a difficult baddy, this. Whip the crates onto the spring on the right to hit Chuck. Once hit, he'll start to vomit fish (charming!). Stand to the right to avoid them. Stand still when you see a tuba coming, then just before it goes directly above you quickly move out of the way. Six crates will get rid of Chuck.

HINT

TOILET: If you fancy a level warp which will carry you to a hidden section with a mass of collectables, then try and find the toilet situated at the very top-left of the level. Flush yourself down the loo and breathe a sigh of relief!

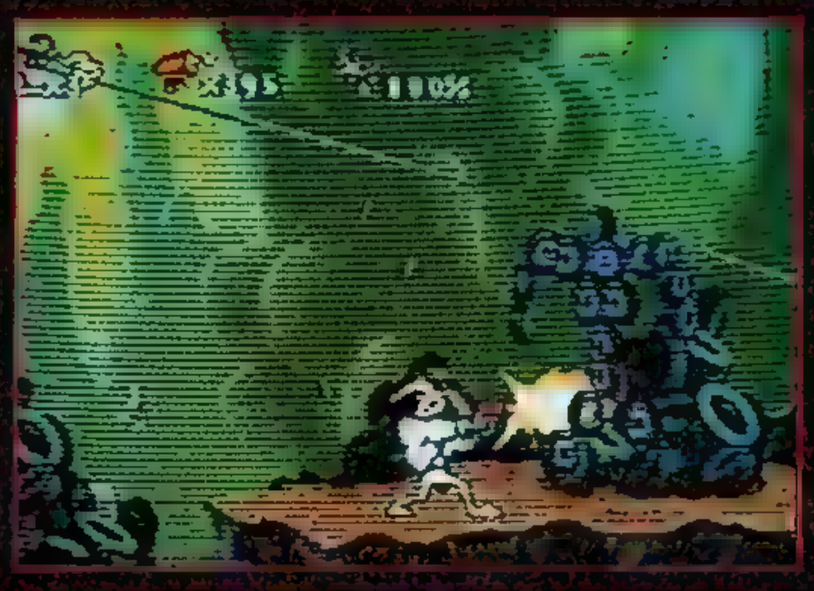


LEVEL TWO - WHAT THE HECK?

This level is extremely difficult, but fingers crossed you'll get through. Just follow the given path and hopefully you'll reach the end. After you've killed two Accountants, get to the very top series of platforms and head right.

HAZARDS

ACCOUNTANTS: Hit the Accountant using your whip, then quickly jump out of the way before he throws his money at you. After you have repeated this several times, use your gun to finish him off. There are two Accountants in this level.



SNOWMAN: Fairly easy this, compared to the rest of the level that is! Keep moving around the screen and as soon as the Snowman appears quickly whip him - otherwise he'll breathe out deadly flames!

EVIL THE CAT: Evil by name, evil by nature! Once you've lost your suit, Evil will fire his cannon. Jump over the flames until the rock on the right has melted. Get back in your suit and jump away from him when his eyes appear, then shoot him with your gun. Jump over the flames coming from either side. Nine times and he'll be no more!

HINTS

GREEN CRYSTALS: The crystals are there to take you to unreachable places. Jump on top and start running in the opposite direction to the way it's turning. Eventually you will start to move - really! Jump off when the crystal stops. If you keep falling off the crystal don't worry as persistence always pays off!

COG WHEELS: Always situated next to an Accountant, hit it with your whip to open a nearby gate.

LEVEL THREE - DOWN THE TUBES

Much easier than the last level, but you still need to stay alert! Just follow the obvious path, take note of the guidelines below and you should be okay.

HAZARDS

CAT MINIONS: The large walking cats that roam the tubes can cause you serious grief. However, there is an easy trick to get past them safely. Wait until he walks in the opposite direction, then go to the next top air bubble. Grab hold and keep your hand on Up until the cat goes past. Then jump down and continue! For the small cats, see Hamsters.

FLOATING PODS: Walk around the tubes slowly, because these are everywhere! A quick blast gets rid of them, no problem.

HINTS

[illegible] The idea is to steer the Submarine to the next landing bay. As you're moving look out for power points sticking out from the sides of walls. You only have a limited supply of air in this craft and the power points increase it. Round two features a large area for the Submarine, so gaining more 'air time' is vital!

[illegible] This really is utterly mad. A Hamster indeed! Nevertheless, they allow you to get past small, vicious cats in the tubes. To do this you need to move a nearby switch with your whip then jump on the back of the Hamster for a ride! Keep pressing B and the Hamster will eat the cats for you!

LEVEL FOUR - SHOT A PROBLEM

The only game I can think of that features a brill bungee jump section. Keep banging into Major Mucas until he falls. Avoid contact with the wall sides as they sap your energy. Warning, don't hit the Major when he is spinning!

This level contains three rounds as shown below:-

[illegible] Simply do the above.

[illegible] Slightly more difficult. Do as before, but keep away from the monster in the slime below. If you get too close, he'll bite your legs off!

[illegible] As round two, but this time the monster awaits directly underneath as you approach him. Press Up and along to stop yourself getting too close to the slime and the monster.

TOP TIPS:

1. Most levels contain flying baddies such as the crows in level one, or the black ghosts in level two. Although shooting is the easiest way to kill them, practice doing it with your whip; one hit will do the trick and it'll also save your precious gun from depleting in power.

2. Try and search every part of each level. Many hidden lives, guns and more are waiting to be collected!

3. Whenever you come to a dead end, always look out for golden hooks nearby. Swing on these using your whip and you'll be fine!

NEXT ISSUE: Earthworm Jim - The conclusion!

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SONIC'S WORLD

FACE FROM THE PAST PART 1

Script: LEW STRINGER
Art: GARY ANDREWS
Lettering: ELITTA FELL

NEW STORY

GRIMER'S LABORATORY, ON THE DEATH-EGG...

I TRUST EVERYTHING'S STILL ON SCHEDULE, GRIMER!

YES, *YES*, DOCTOR! LET ME SHOW YOU!

A-MAZING! BUT IS IT UP TO THE *TASK?*

MY MISSION IS TO INFILTRATE SONIC'S OUTLAW GROUP... GAIN THEIR TRUST... LEARN THEIR PLANS...

...AND *DESTROY THEM!*

THE JUNGLE ZONE, PLANET MOBIUS.

LOOK, SONIC! RIGHT ON TIME!

WHEN I GIVE THE WORD, TAILS...

...NOW!

OUTLAWS!

THERE ARE ONLY TWO OF THEM! WE CAN HANDLE THEM!

THERE'S *FIVE* OF US, ACTUALLY!

AMBUSH!

KABASHH!

WE HAVEN'T BEEN INTRODUCED – I'M *SONIC!*

BRAKK!

HE'S JUST GONE TO PIECES ON MEETING YOU, SONIC!

YAY! IT'S MY TURN TO RELEASE THE PRISONERS!

FREEDOM!

WAHEYY!

THANKS, TAILS!

WE MUST BE GETTING GOOD AT THIS! THAT WAS *EASY!*

YEAH... MAYBE *TOO* EASY!

SONIC? IS... IS THAT REALLY *YOU?*

HEY, THERE'S ONLY *ONE* COOL BLUE HEDGEHOG, BUDDY!

ONLY ONE *BLUE* HEDGEHOG, SURE, BUT BEFORE YOU GAINED THAT STREAM-LINED IMAGE, YOU LOOKED LIKE *ME!**

THAT'S TRUE... BUT *WHO ARE YOU*, PAL?

*-CHECK OUT SONIC'S ORIGIN STORY IN STC No.8. -MEGADROID.

DON'T YOU REMEMBER ME? I'M TONIC...

...YOUR BROTHER!

YOU NEVER TOLD ME YOU HAD A BROTHER, SONIC!

I DIDN'T ...ER, *DON'T!* THIS GUY'S A *PHONY!*

MAYBE YOU DON'T REMEMBER ME... WE WERE BORN AT A VERY *YOUNG* AGE! WE WERE SEPERATED AS INFANTS... BUT NOW I'M BACK!

I'VE HEARD ABOUT YOU FREEDOM FIGHTERS! LET ME *JOIN* YOU!

WELL... WE *COULD* USE THE HELP...

HOLD EVERYTHING! I DON'T BUY ANY OF THIS! WE CAN'T *TRUST* THIS GUY!

:SOB!: I... I'LL GO... IF YOU DON'T WANT ME!

SONIC! YOU CAN BE SO *INSENSITIVE* SOMETIMES!

I'LL GO AFTER HIM, TO SEE IF HE'S OKAY!

MOMENTS LATER.

HEH, HEH, HEH!

HEY, WHAT'S HE DOING?

DOCTOR ROBOTNIK? IT'S ME! THE MISSION IS GOING PERFECTLY! THE GULLIBLE FOOLS WILL SOON FALL FOR MY ACT!

THIS 'GULLIBLE FOOL' WON'T! YOU'RE WORKING FOR *ROBOTNIK!*

YOU'VE SEEN TOO MUCH, KID!

YOWCH! YOUR *ARMS!* WHAT *ARE* YOU?

MY DECEPTION IS DISCOVERED! THERE IS NO FURTHER NEED TO POSE AS SONIC'S NON-EXISTENT 'BROTHER'!

UHNNH!

NOW I WILL TRANSFORM INTO MY *TRUE IDENTITY!*

...METAMORPHIA, THE SHAPE-SHIFTER!

OH GOLLY, I WISH SONIC WAS HERE!

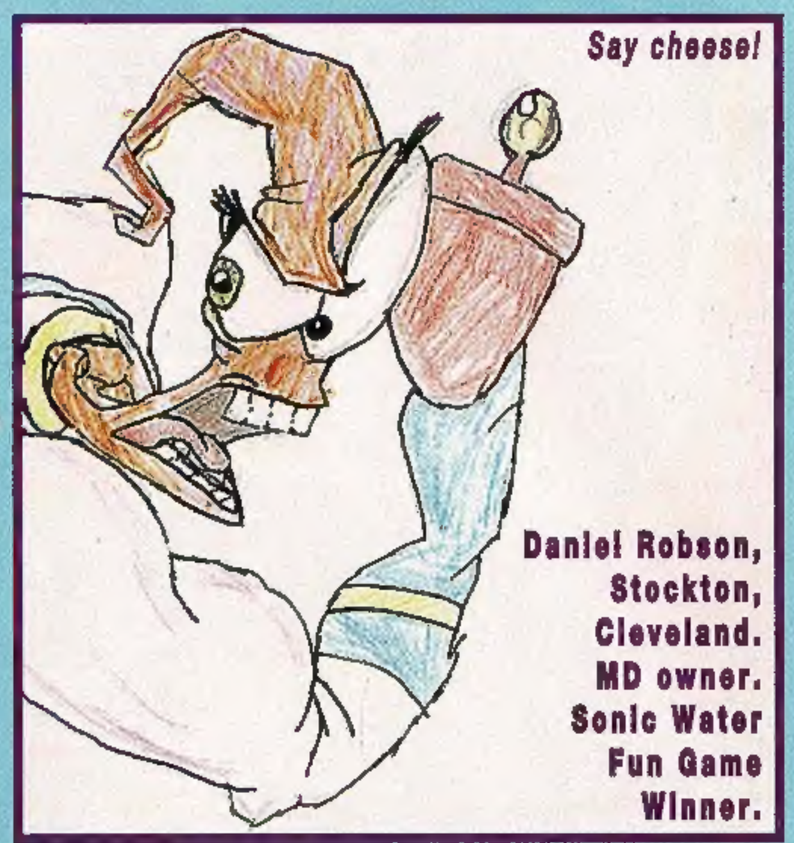
NEXT ISSUE: **TAILS, YOU LOSE?**

SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Say cheese!

Daniel Robson, Stockton, Cleveland. MD owner. Sonic Water Fun Game Winner.

Late Comers!

Dear *STC*,

I hate to say this but your reviews are printed w-a-a-a-y too late. When you reviewed *Urban Strike* it probably would have taken less time to enter the Red Zone!

James Turley, Plymouth, Devon. Sonic Water Fun Game Winner.

Point taken Jim, as our technical review circuits ***were*** *out of whack! However, it's amazing how a twiddle with a few circuits can make all the difference!*

Same Gear!

Dear Megadroid,

I've noticed that in the *Speedlines* section you are normally yellow and black but when you answer Boomers questions you change colour. Why is this?

Richard Harries, Addlestone, Surrey. MD owner. Sonic Water Fun Game Winner.

Gimme a break, Rich, what would you feel like (not to mention smell like) if you wore the same outfit day in day out!

Dressed to kill!

Adam Giverin, Thetford, Norfolk. Sonic Water Fun Game Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Fowler Play!

Dear *STC*,

I read a book called 'The Hobbit' by J.R.R. Tolkein and thought it would make a great game. You could play as Gandalf the Wizard or Bilbo the Hobbit and as you go through the levels you'd encounter Trolls, Goblins and Spiders to escape the Elvenking. The ultimate challenge being to defeat Smaug the Dragon and get the treasure. Not bad, eh?

Tom Fowler, Rainham, Essex. MD owner. Sonic Water Fun Game Winner.

Not content with the book, you now want the game. Do you make a hobbit of this, Tom?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

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Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

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GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

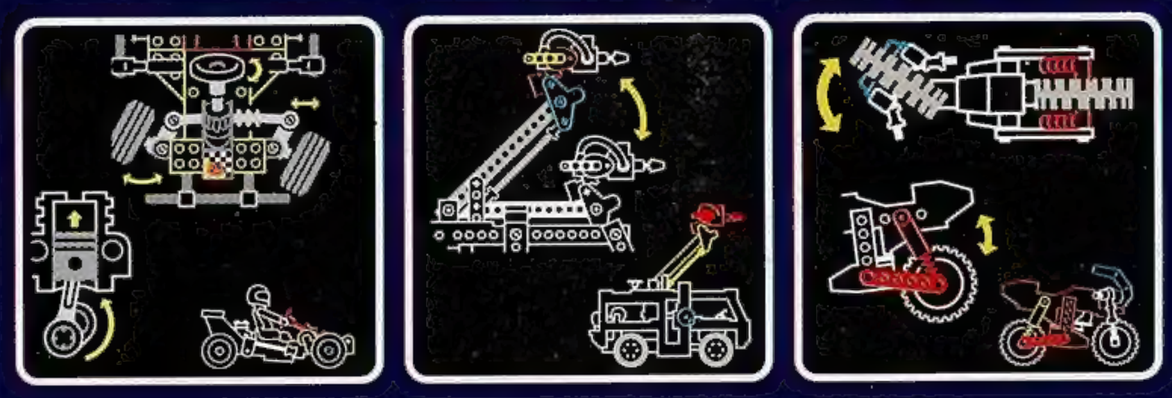
2.....

3.....

HOW DO YOU RATE ISSUE 51 OF STC?

☐ %

Gears in the making!



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